HOW TO PLAY

KONAMI®

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CONGRATULATIONS!

You now own the authentic Konami home version of Simon's Quest, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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THE SECOND COMING OF COUNT DRACULA

You're Simon Belmont, bravest of the brave, boldest of the bold, a gothic warrior respected by kings.

You earned your praise, not by crushing Viking invaders or Turkish hordes, but by destroying the evil Count Dracula in a duel to the death at Castlevania. But your victory proved painful, as the wounds inflicted during the duel slowly gnawed at your soul.

One day, though, a beautiful maiden appeared. With a soft voice she warned that you were possessed by the Count's curse. She said your only hope of destroying the curse and healing your scars was to find the five body parts of Count Dracula and burn them in his Castle, ending forever the reign of the Prince of Darkness.

Suddenly, like most beautiful visions, she began to fade. And as you reached to touch her, she spoke her final words—

"Fear not, brave Simon, for if you have the courage to risk your life, you will find the strength to win again."

HOW TO PLAY

In this one-player adventure your quest is to discover Count Dracula's 5 missing body parts. Upon finding these gruesome items, proceed to Dracula's Castle, where you'll again duel to the death with the Count. But heed the spirit's warning and find the Magic Cross before entering his domain.

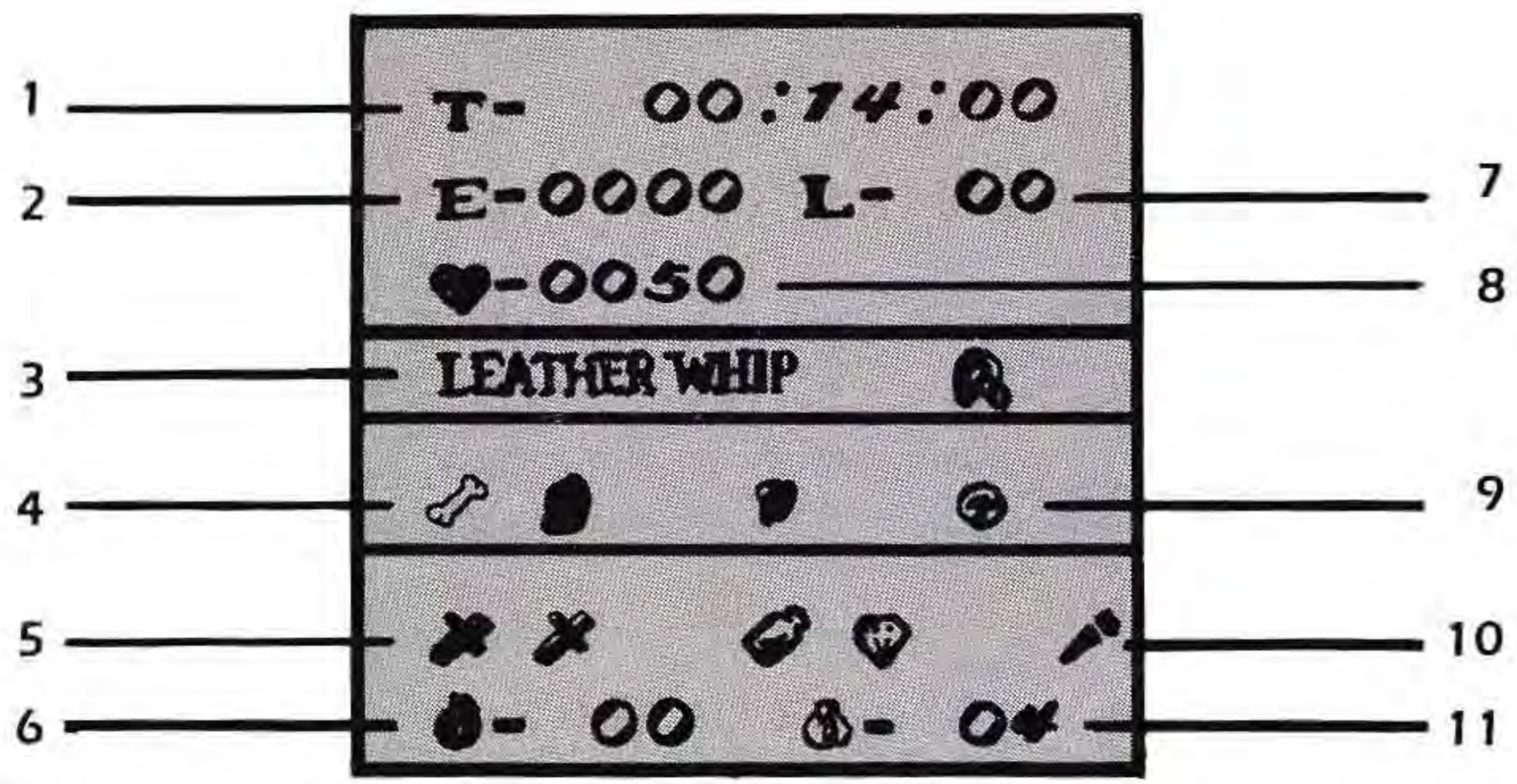
This quest won't be easy, for you must battle hideous fiends who stalk the land. Fortunately, the longer you survive, the greater your Experience Rating and the less vulnerable your troubled soul.

Secrets to this adventure can be found as you wander around friendly Transylvania. Stop and talk to the villagers, because these helpful strangers will

give you clues. Some are also merchants who'll sell you weapons and other mystical items. Your purchasing power depends on how many hearts you've collected during your confrontations with evil.

Another warning from the spirit: a few friendly villagers are town pranksters, and their clues are false. Of course, you'll never know until you take the chance.

PRESS START BUTTON FOR MULTI-SCREEN

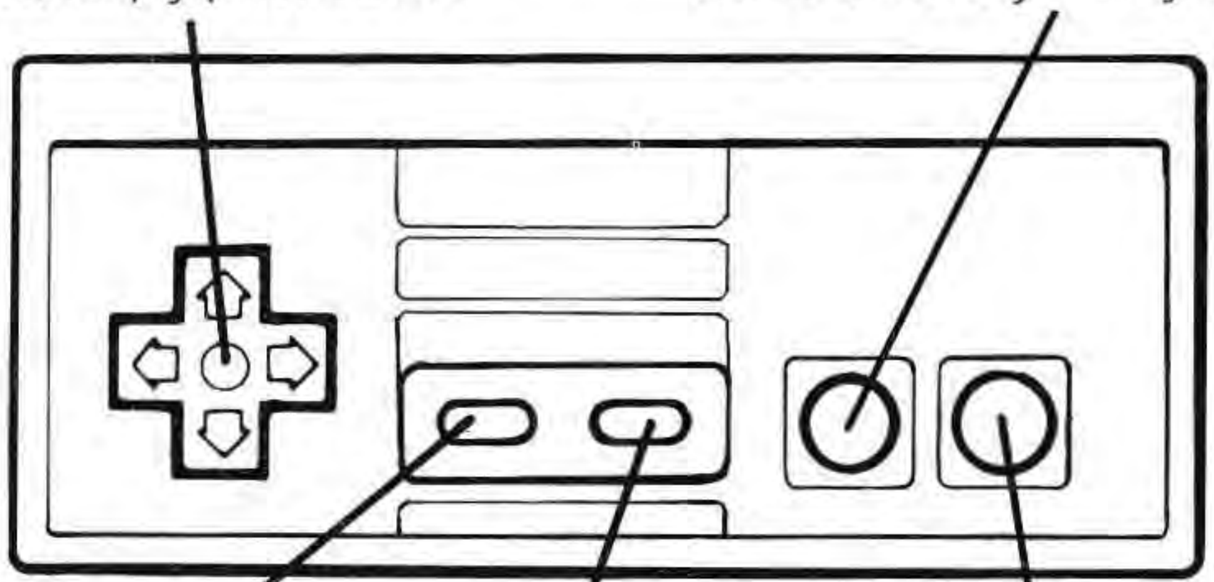


1. The time you've spent in the adventure
2. Your Experience Rating
3. Type of Whip
4. The parts of Dracula's corpse you've collected
5. Weapons and mystical items
6. Supply of medicinal herbs
7. Player level
8. Number of Hearts. Remember, these increase your Experience Rating and the number of times a weapon or magical item can be used. Hearts are also used as money to buy weapons and magical items.
9. Weapons and items that can be used just by holding them (For example: The Whip)
10. The Oak Stake
11. Supply of Garlic

HOW TO USE YOUR CONTROLLER

Control Pad
Press Up or Down to go up and down stairs. Press Left or Right to go to the left or right. When in front of a door, press Up to go inside. To squat and avoid enemy projectiles, simply press Down.

B Button
Press B Button to lash with a whip. If you press B Button and A Button simultaneously, you can jump and lash with a whip at the same time. Also press B Button to talk with the friendly Transylvanian villagers and merchants.



Select Button
Press the Select Button during the game to pause.

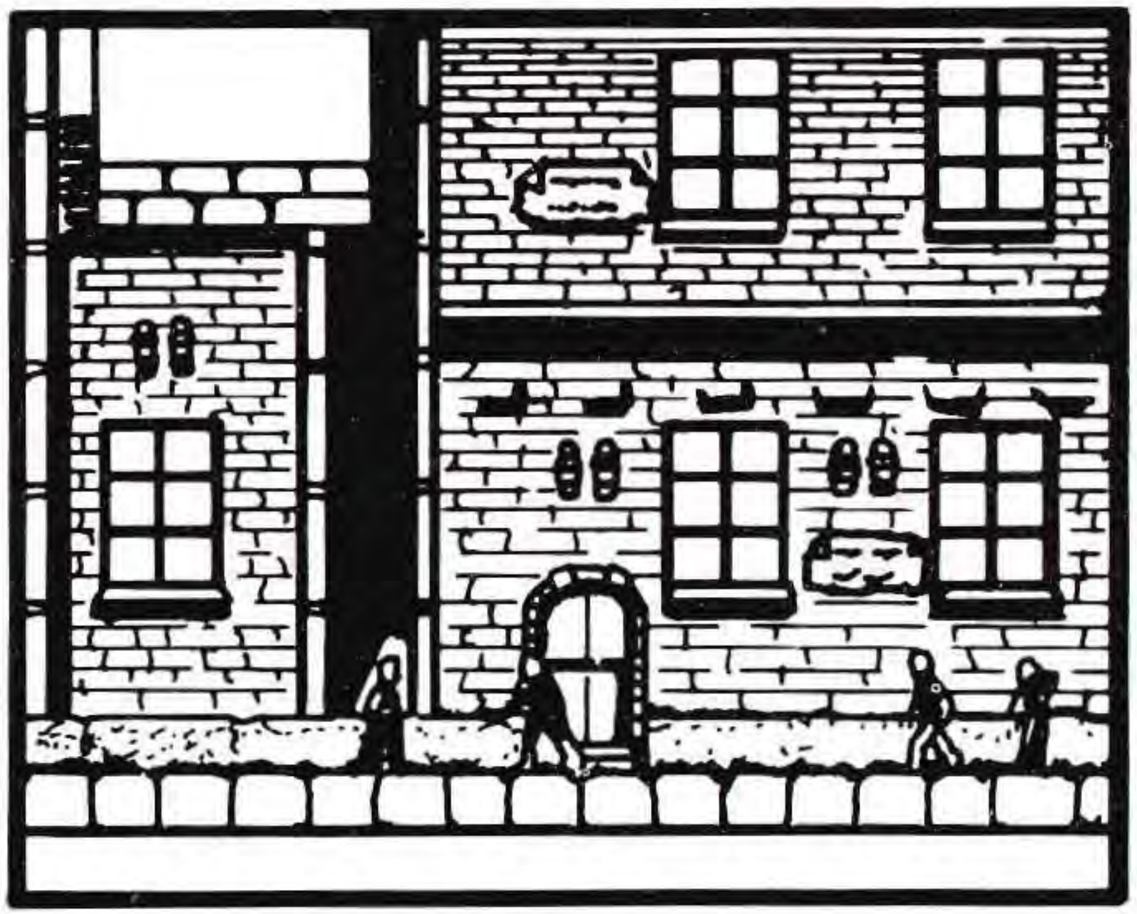
A Button
Press A Button to jump.

Start Button
Press the Start Button to begin the game. Press during the middle of the game to display a "Multi Screen", which gives you the option to choose from weapons and magical items you've found. Press again after making your selection to return to the game.

HOW TO USE CERTAIN WEAPONS

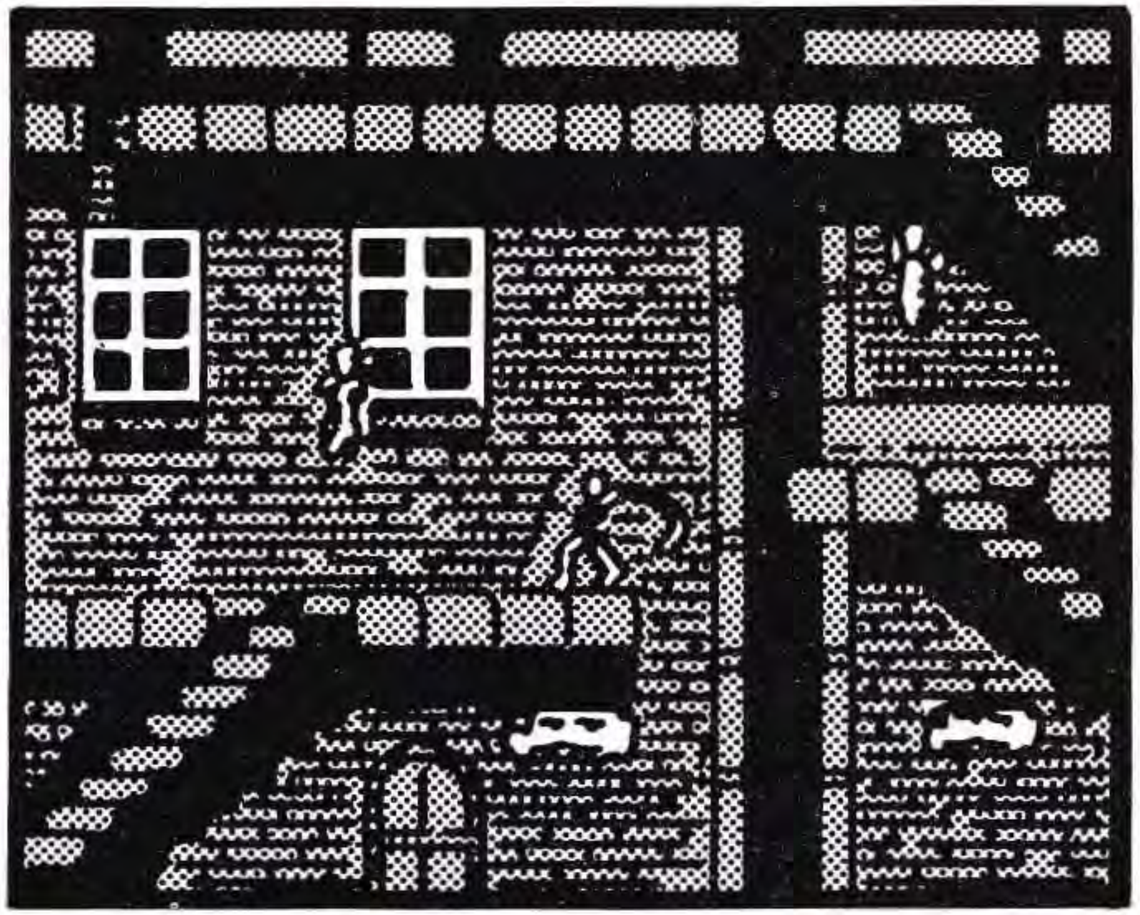
Press Up on the Control Pad while pressing B Button to throw the Holy Water or Dagger, drive in the Oak Stake, use the Flame, place the Garlic in strategic locations, etc.

NIGHT AND DAY



Transylvania At High Noon

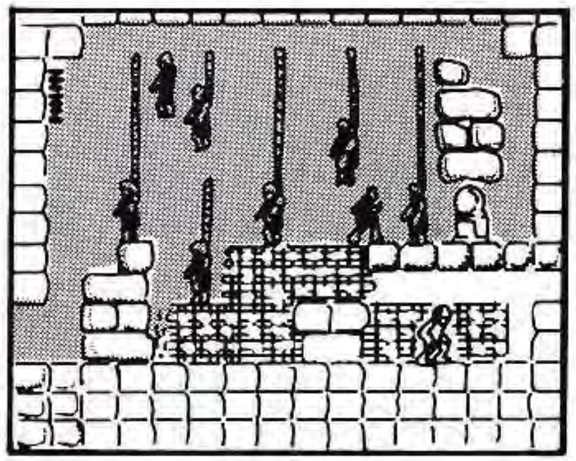
When the sun shines bright on this Eastern European village, all appears well and calm. This is a perfect time to discover clues and purchase weapons.



Transylvania At the Stroke of Midnight

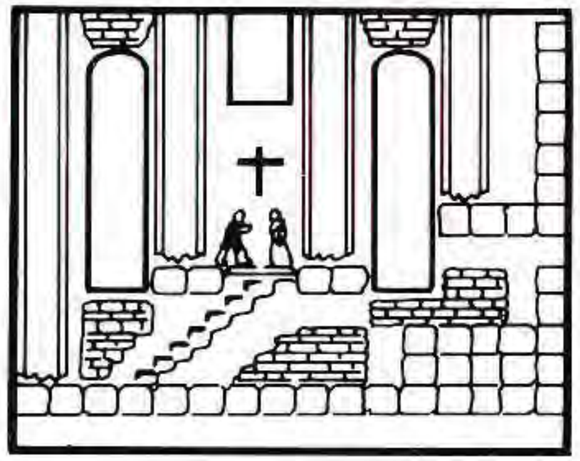
When the sun sets behind the Transylvanian Mountains, the friendly villagers scatter for the safety of their homes, as creatures of all shapes, sizes and hairiness roam the darkness.

THE SIX HAUNTING SCENES



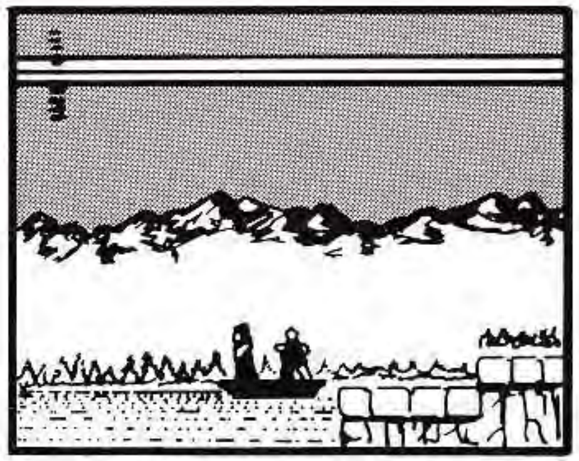
The Mansions

There are 5 mansions located throughout the Transylvanian countryside, and within each is a heavily guarded piece of the Count's corpse.



The Church

You'll enter the Church through certain doors in the village. When you arrive, a holy man will return your strength and give you the courage to continue.

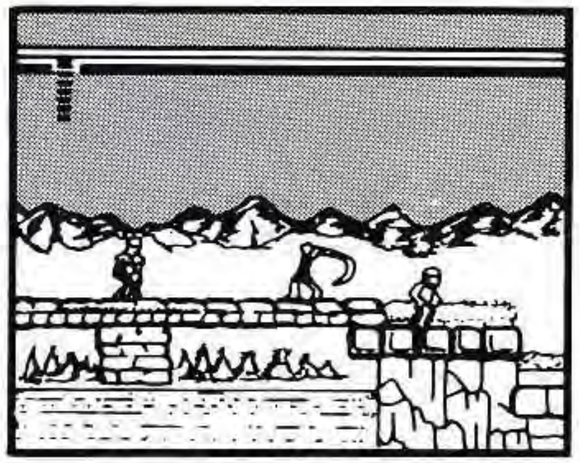


The Ferryman

The ferryman will know exactly where to take you, depending on the body parts you possess. Have confidence in this man; he knows where he's going.

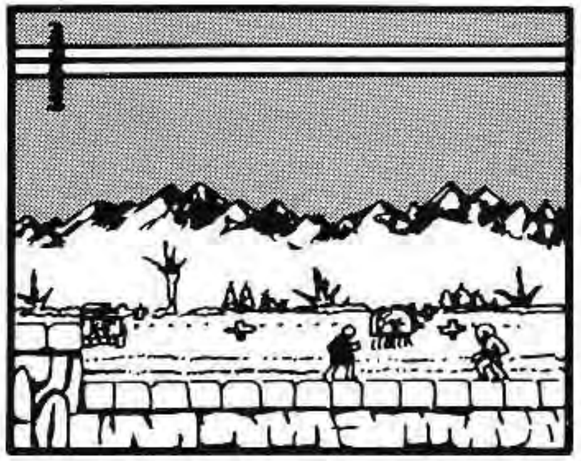
The Forest Primevil

Enemy creatures scour the countryside. You must destroy these dastardly beings to increase your experience and gain hearts (purchasing power).



Bridge Over the River Die

Enemy creatures await you on the bridge as well, and getting to the other side will be more terrifying than a traffic jam on the Golden Gate.



The Graveyard

Are you dying to get into the graveyard? If so, find the old man, who is caretaker for the dead.

COUNT DRACULA'S MISSING PIECES

The Nail
The nail is the symbol of evil power.

The Eyeball
When it comes to the most frightening piece, the eyes have it.

The Rib Bone
The rib bone will make the ordinary hero feel like a spineless coward.

The Ring
It's been in the Count's family for hundreds of years. Then again, the Count's also been in his family for hundreds of years.

The Heart of Dracula
Watch out! The heart attacks.

MAGIC WEAPONS

The Dagger
The dagger can be thrown to kill distant enemy creatures.

The Silver Knife
The Silver Knife can be thrown farther than the dagger.

The Gold Knife
This is your strongest knife, and it has a mysterious power.

The Oak Stake
You'll need the Oak Stake to collect Dracula's corpse at the mansions.

The Flame
The flame weakens the creatures' evil powers.

The Leather Whip
This is the weapon you begin the game with.

The Thorn Whip
The Thorn Whip is stronger than the Leather Whip.

The Chain Whip
The Chain Whip is stronger than the Thorn Whip.

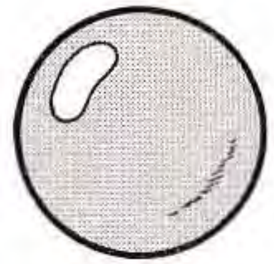
The Morning Star
The Morning Star is longer than the Chain Whip.

The Flame Whip
Magic changes the Morning Star into the Flame Whip and gives it mysterious powers.

MAGIC ITEMS

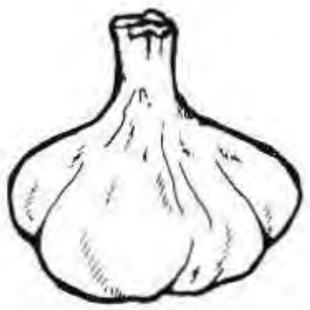
The Cross
You must have the Cross to seal Dracula's fate.

White Crystal
The White Crystal offers a weakened source of magic power.



Blue Crystal
Offers stronger magical powers than the White Crystal.

Red Crystal
You must have the Red Crystal before you enter Dracula's Castle.



Garlic
Place the Garlic in front of enemies, and it will weaken them significantly.

The Diamond
Toss it and see what happens.

Silk Bag
If you have the Silk Bag you can carry a larger supply of medicinal herbs.

Hearts
Hearts appear when you destroy an enemy creature. Collect them because they will increase your Experience Rating, and give you extra purchasing power.

Holy Water
Holy Water disintegrates walls and floors which conceal weapons and items.

The Laurel
Laurel helps make you invincible against enemy attacks. You can purchase Laurel from town merchants.

COUNT DRACULA'S BEST BUDDIES

Vampire Bat

Raven

The Spider

Man-Eating Plant

The Zombie

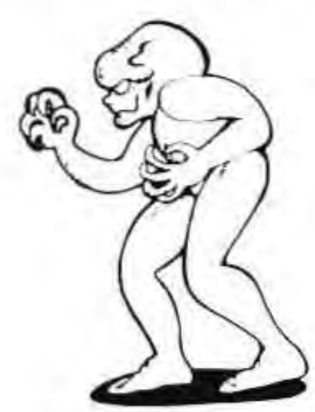
Vampira

Slimey BarSinister

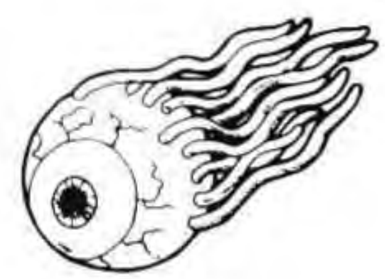
The Fish Man

The Flame Thrower

The Two-Headed Creature



Freddie



Ghostly Eyeball

The Mud Man

The Wolf

Dragon Bones

The Ghastly Leech

The Skull

Medusa Head

The Gargoyle

The Grim Reaper

The Mummy

The Wolf Man

The Zombie Hand

The Pirate Skeleton

Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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